

# 52. IWK

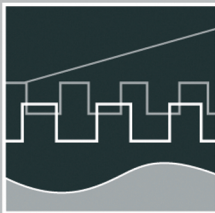
Internationales Wissenschaftliches Kolloquium  
International Scientific Colloquium



**PROCEEDINGS**

| 10 - 13 September 2007

## **FACULTY OF COMPUTER SCIENCE AND AUTOMATION**



## **COMPUTER SCIENCE MEETS AUTOMATION**

### **VOLUME I**

**Session 1 - Systems Engineering and Intelligent Systems**

**Session 2 - Advances in Control Theory and Control Engineering**

**Session 3 - Optimisation and Management of Complex  
Systems and Networked Systems**

**Session 4 - Intelligent Vehicles and Mobile Systems**

**Session 5 - Robotics and Motion Systems**



## **Bibliografische Information der Deutschen Bibliothek**

Die Deutsche Bibliothek verzeichnet diese Publikation in der deutschen Nationalbibliografie; detaillierte bibliografische Daten sind im Internet über <http://dnb.ddb.de> abrufbar.

**ISBN 978-3-939473-17-6**

### **Impressum**

- Herausgeber: Der Rektor der Technischen Universität Ilmenau  
Univ.-Prof. Dr. rer. nat. habil. Peter Scharff
- Redaktion: Referat Marketing und Studentische Angelegenheiten  
Kongressorganisation  
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e-mail: [kongressorganisation@tu-ilmenau.de](mailto:kongressorganisation@tu-ilmenau.de)
- Redaktionsschluss: Juli 2007
- Verlag:   
Technische Universität Ilmenau/Universitätsbibliothek  
Universitätsverlag Ilmenau  
Postfach 10 05 65  
98684 Ilmenau  
[www.tu-ilmenau.de/universitaetsverlag](http://www.tu-ilmenau.de/universitaetsverlag)
- Herstellung und Auslieferung: Verlagshaus Monsenstein und Vannerdat OHG  
Am Hawerkamp 31  
48155 Münster  
[www.mv-verlag.de](http://www.mv-verlag.de)
- Layout Cover: [www.cey-x.de](http://www.cey-x.de)
- Bezugsmöglichkeiten: Universitätsbibliothek der TU Ilmenau  
Tel.: +49 3677 69-4615  
Fax: +49 3677 69-4602

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## Preface

Dear Participants,

Confronted with the ever-increasing complexity of technical processes and the growing demands on their efficiency, security and flexibility, the scientific world needs to establish new methods of engineering design and new methods of systems operation. The factors likely to affect the design of the smart systems of the future will doubtless include the following:

- As computational costs decrease, it will be possible to apply more complex algorithms, even in real time. These algorithms will take into account system nonlinearities or provide online optimisation of the system's performance.
- New fields of application will be addressed. Interest is now being expressed, beyond that in "classical" technical systems and processes, in environmental systems or medical and bioengineering applications.
- The boundaries between software and hardware design are being eroded. New design methods will include co-design of software and hardware and even of sensor and actuator components.
- Automation will not only replace human operators but will assist, support and supervise humans so that their work is safe and even more effective.
- Networked systems or swarms will be crucial, requiring improvement of the communication within them and study of how their behaviour can be made globally consistent.
- The issues of security and safety, not only during the operation of systems but also in the course of their design, will continue to increase in importance.

The title "Computer Science meets Automation", borne by the 52<sup>nd</sup> International Scientific Colloquium (IWK) at the Technische Universität Ilmenau, Germany, expresses the desire of scientists and engineers to rise to these challenges, cooperating closely on innovative methods in the two disciplines of computer science and automation.

The IWK has a long tradition going back as far as 1953. In the years before 1989, a major function of the colloquium was to bring together scientists from both sides of the Iron Curtain. Naturally, bonds were also deepened between the countries from the East. Today, the objective of the colloquium is still to bring researchers together. They come from the eastern and western member states of the European Union, and, indeed, from all over the world. All who wish to share their ideas on the points where "Computer Science meets Automation" are addressed by this colloquium at the Technische Universität Ilmenau.

All the University's Faculties have joined forces to ensure that nothing is left out. Control engineering, information science, cybernetics, communication technology and systems engineering – for all of these and their applications (ranging from biological systems to heavy engineering), the issues are being covered.

Together with all the organizers I should like to thank you for your contributions to the conference, ensuring, as they do, a most interesting colloquium programme of an interdisciplinary nature.

I am looking forward to an inspiring colloquium. It promises to be a fine platform for you to present your research, to address new concepts and to meet colleagues in Ilmenau.



Professor Peter Scharff  
Rector, TU Ilmenau



Professor Christoph Ament  
Head of Organisation







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R. Engel/ J. Kalwa

## **Robust Relative Positioning of Multiple Underwater Vehicles for the European GREX Project**

### **INTRODUCTION: THE GREX PROJECT**

The main goal of the European GREX project is to achieve a first level of distributed “intelligence” through dependable underwater vehicles that are interconnected and cooperate towards the coordinated execution of tasks. Thus the project will witness the development of theoretical methods and practical tools for multiple vehicle cooperation, bridging the gap between concept and practice. The technology developed must be on one hand sufficiently generic in order to interface pre-existing heterogeneous systems. On the other hand, it must be sufficiently robust to cover problems caused by faulty communications. In this paper, we consider one interesting navigation problem arising in GREX.

### **NAVIGATION OF MULTIPLE AUVS**

The positioning problem for multiple underwater vehicles, seen from the viewpoints of coordinated control and from underwater communication, shows some new aspects compared to the single vehicle positioning problem. In principle, one can define the following two subproblems of the positioning problem for multiple underwater vehicles.

*Absolute positioning.* The task of determining the position of each individual vehicle in an earth fixed frame using navigation data of the distributed AUV sensor network.

*Relative positioning.* The task of determining the mutual relative positions of the members of the group, using navigation data of the distributed AUV sensor network. Usually these subproblems are not subdivided in such a rigid way. The reason for this is that in most of existing projects dealing with multiple AUVs, the usage of an acoustic positioning system, such as LBL or USBL is proposed, see e.g. [2] or [3]. Since these

concepts allow the simultaneous tracking of multiple vehicles with bounded error, they can serve as a solution to both subproblems. However, the application of acoustic tracking systems impede large scale missions, call for large operational effort (in case of LBL) or make the presence of some surface vessel (in case of USBL) necessary.

We propose a method, by which relative positioning is possible by means of merely

- A dead reckoning navigation system on each vehicle of the group.
- A communication system which is able to distribute information in the AUV network (via acoustic modems).
- A device, to be implemented on each vehicle, which is capable of performing mutual range measurements (by the same modems).

Our general setting consists of a number  $N$  of underwater vehicles, each carrying a suite of sensors which enables the vehicle to operate by its own. The individual vehicles may be equipped with navigation systems of very diverse qualities. The state of the art for AUV navigation systems use an inertial navigation unit and several aiding sensors. By carefully fusing the sensor data, exhibiting partial redundancy of the navigation sensors, very accurate results can be achieved, even for the dead reckoning case without any absolute aiding of the position (see e.g. [6], [8]). The navigation accuracy achieved by AUVs range from some few meters per hour (for high performance INS/DVL combinations for site surveys) down to more than hundred meters per hour (for low cost compass/velocity sensor combinations) for site surveys.

## **OPERATIONAL SETUP**

We assume that each individual navigation system is initialized independently, normally by means of a GPS fix after launch, while still remaining at the surface. Each member vehicle of the swarm will be equipped with an acoustic modem and a computer, on which the team functionalities are implemented. These functionalities consist in modules for team mission handling, coordinated control, communication management and team navigation, see fig. 1.



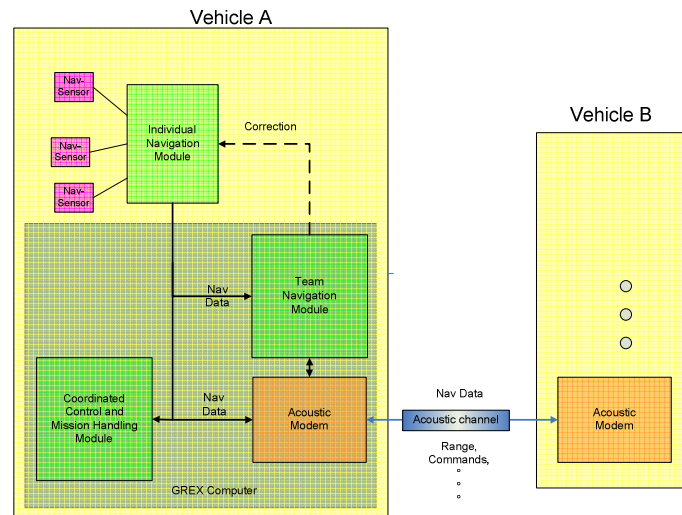


Figure 1: Vehicle specific hard- and software

The GREX navigation module receives input data from the proprietary navigation system of the respective vehicle on the one hand and from the communication module on the other hand, implementing the interface to other member vehicles. In particular, we make no special assumptions about the network topology, protocols, etc. We will merely assume that the GREX navigation module on vehicle A receives from time to time data from some other vehicle, say B. The origin of a data set will always be known to vehicle A via an ID contained in the header of the received data. The method for relative positioning, proposed here, only processes data originating from different vehicles independently. Thus, we can restrict ourselves to the special case of only two vehicles exchanging data. In the case of  $N$  vehicles, each navigation module runs  $N-1$  instances of the algorithm described below, independently.

## BASIC PRINCIPLE

Without an absolute position aiding, the individual position errors will show some drift behaviour, due to uncompensated errors in the dead reckoning navigation systems of the vehicle navigation systems. The respective position estimates can hence not be used directly for coordinated control purposes because of the growth of the relative position error over time. As a consequence, the information available to each vehicle has to be enhanced. According to the philosophy of the GREX project, any arbitrary AUV should be integrable (and, as well, removable) into (from) the group with comparably low extra cost. The least demanding type of additional measurements for relative position aiding, from a hardware point of view, consists in the determination of ranges between vehicles. Many acoustic modems on the market are capable to do

range measurements when establishing a connection between two stations. This is done by measuring round trip time of flight of a pulse signal, emitted by one and received by a second modem which in turn retransmits the pulse signal. The draw-back of this method is that one vehicle can exchange range data with not more than one other modem at the same time.

The basic concept for the solution of the relative positioning problem is illustrated in fig. 2 for the two dimensional case. It is based on the idea that a set of distances can be generated from the real measurements which geometrically determine the relative position of vehicle B to vehicle A uniquely by trilateration. In view of fig. 2, these distances are the range observations of three consecutive modem connections,  $r_1^{AB}$ ,  $r_2^{AB}$ ,  $r_3^{AB}$ , the position differences  $\Delta p_{12}^A$ ,  $\Delta p_{12}^B$  for vehicle A and the position differences for vehicle B  $\Delta p_{12}^B$ ,  $\Delta p_{12}^A$ , all of them taken between consecutive time instances of a connection between A and B. The crucial point here is that, although the individual position estimates of the the dead reckoning navigation systems of A and B are subject to drift, the difference quantities will be in general quite accurate, depending on the quality of the dead reckoning sensors and on the time span related to the position differences. The method is in some sense a generalization of the Synthetic Long Baseline concept, introduced in [9].

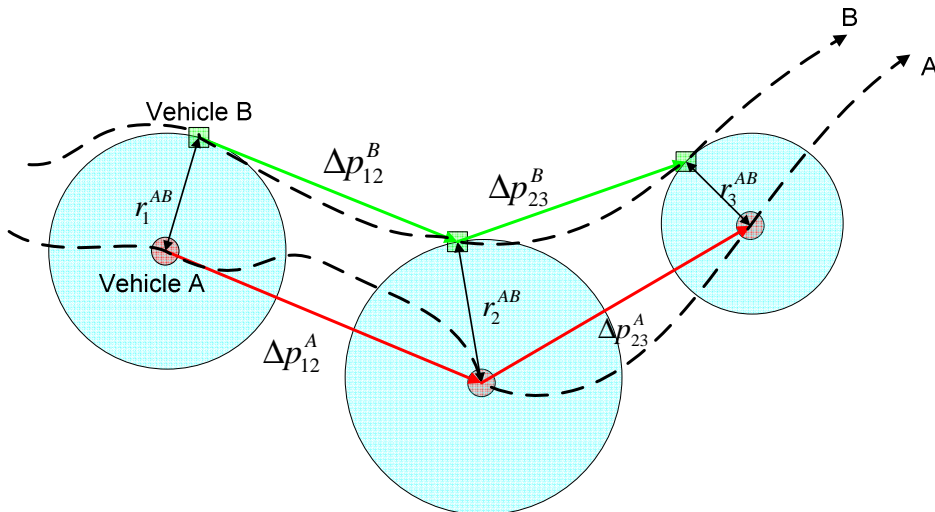


Figure 2: Consecutive range and position difference observations for two vehicles.

For a practical implementation, we will avoid solving the associated trilateration problem directly by a algebraic or numeric algorithm. The main reason is, that an “exact” solution might show large sensitivity with respect to the input data. A second reason is the need

to explicitly consider error characteristics of the measurements. Therefore, an extended Kalman filter solution is adopted here (see e.g. [5] for a standard reference). We will refer to this construction as a Relative Position Kalman Filter (RPKF) in the sequel.

## SIMULATION RESULTS

For sake of clarity of presentation we will discuss a comparably simple case. Only two vehicles are considered, executing a coordinated turn manoeuvre, see fig. 3. These trajectories were occupied with a (quite large) random walk of  $30\text{m}/\sqrt{\text{hour}}$ , yielding the assumed trajectories as computed by the respective dead reckoning navigation system of the two vehicles. The data connection rate was chosen to be 60s, determining the rate of range observations. Position updates were assumed to be received by A from B every 15 s. The EKF time increment is chosen as  $T_{iu} = 1\text{ sec}$ .

Fig. 4 shows estimated positions of vehicle B. The green trajectory indicates the estimate of B's own dead reckoning navigation about four minutes after mission start. The red line represents the estimate for B's position, given from A's point of view, using the result of the RPKF running on A. For displaying the results, A's own navigation was supposed to be perfect. As can be deduced from fig. 4, the RPKF solution appears to converge to the real vehicle trajectory. Remember that this will not hold in reality for the absolute positions, displayed here.

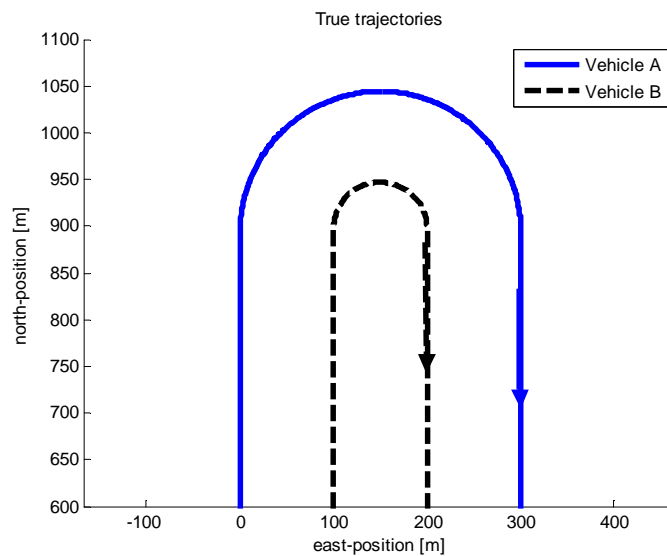


Figure 3: True trajectories of simulated vehicles

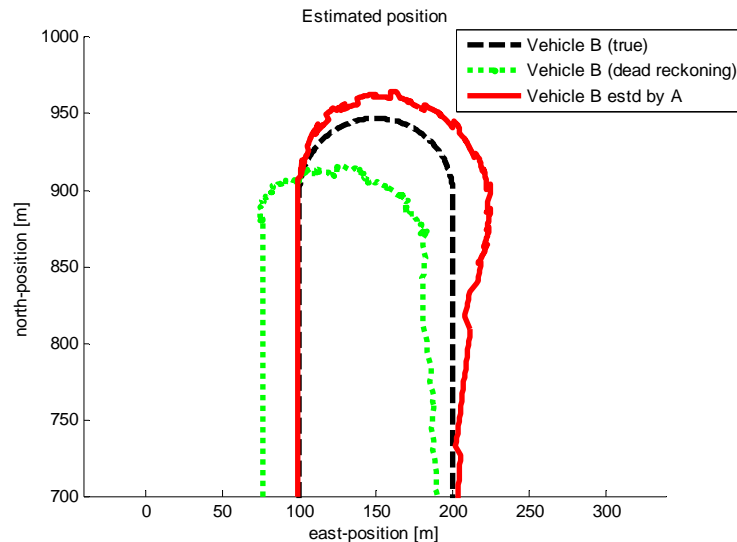


Figure 4: Relative position of B, estimated by own dead reckoning (green dotted) and by A's RPKF (red cont).

## CONCLUSIONS

A method was presented, allowing the determination of relative positions of underwater vehicles in a coordinated group, using only range observations and the dead reckoning estimates of the individual vehicles. The method is based on the basic idea of a trilateration, intersecting certain spheres, which are determined by the relative motion of the vehicles.

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